NFD Strategy Plugin System

Ashlesh Gawande, Saurab Dulal

▶ **Summary**
Currently strategies in NFD are compiled and shipped within the NFD binary. If there is a problem with a strategy post-release, a new NFD release must be made.

▶ **Contribution**
Creating a strategy plugin system (like Linux Kernel Modules or Video Game Mods), would let NFD load a strategy at run time from a shared object file. Running experiments on testbed with new strategies will be easier and bug fix deployment will be faster.

▶ **Tasks**

   ▶ Compile NFD (or strategies?) as a library
   ▶ Modify NFD to look for shared objects and load/unload the strategy from them
   ▶ Add or modify NFD tools as required to load/unload strategies

▶ **Required Knowledge**

   ▶ C, C++14, NFD, waf build system

▶ **Expected Outcome**
Load a new strategy in NFD at run time.